WE CLAIM:

1. A method of using a source database for forming derived products, wherein the source database contains data that represent geographic features in a region including roads in the region, the method comprising:

providing a first set of data from the source database, wherein the first set of data represents at least some of the geographic features in the region and further wherein the first set of data includes attributes suitable for use for providing navigation-related functions;

providing a first database product that includes the first set of data, wherein the first database product is used in navigation systems; and

providing a second set of data from the source database and a geographic data tool set, wherein the second set of data represents at least some of the geographic features in the region and wherein the tool set is used with the second set of data for developing computer games that represent at least some of the geographic features in the region as part of play scenarios of the computer games.

2. The method of Claim 1 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region.

3. The method of Claim 1 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region, wherein the road model data includes road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

4. The method of Claim 1 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of polygon shaped features in the region.

5. The method of Claim 1 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of cityscape and landscape features in the region.

6. The method of Claim 1 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the region.

7. The method of Claim1 further comprising:
accessing the second set of data using an application programming interface.

8. The method of Claim 1 further comprising:
accessing the second set of data using a spatial query.

9. The method of Claim 1 further comprising:
extracting data from the second set of data using spatial criteria.

10. The method of Claim 1 further comprising:
filtering data from the second set of data to provide a desired level of accuracy.

11. The method of Claim 1 wherein the second set of data is provided directly from the source database for developing the computer games.

12. The method of Claim 1 further comprising:
forming a compiled database of geographic data from the source database; and
providing the second set of data from the compiled database for developing the computer games.

13. The method of Claim 1 wherein the second set of data is provided to a plurality of end users computing platforms where the second set is used by computer

games installed on the end users computing platforms to represent at least some of the geographic features in the region as part of play scenarios of the computer games.

14. The method of Claim 1 wherein the second set of data is combined with other game-related components to form the computer games.

15. The method of Claim 1 wherein the second set of data is combined with other game-related components to form the computer games, wherein the other game-related components include at least one of a group consisting of: characters, game logic, vehicles, game rules and programs for rendering and graphics.